

**Listing of Claims:**

This listing of claims will replace all prior versions, and listing, of claims in the application.

1-22. (Cancelled)

23. (Currently Amended) A method of conducting a wagering game, comprising:

- receiving a wager to play the wagering game;
- displaying a plurality of movable objects;
- displaying a plurality of possible destinations to which the moveable objects are movable;
- defining a plurality of possible different movement patterns for moving the objects to the destinations, the movement patterns including direct movement patterns and evasive movement patterns;
- for a given one of the objects, assigning probabilities to the respective possible movement patterns; and
- for the given one of the objects, randomly selecting a destination from the plurality of destinations and, after the destination has been selected, selecting one of the possible movement patterns based on the assigned probabilities; and
- displaying the plurality of objects simultaneously moving to the plurality of possible destinations in accordance with the respective selected movement patterns, the combination of each moveable object and the associated destination to which the moveable object moves indicating a certain payout award.

24. (Currently Amended) The method of claim 23, ~~further including selecting the one of the destinations, wherein the assigned probabilities for the movement patterns for the given object being determined by the selected destination are different.~~

25. (Currently Amended) The method of claim 23 24, wherein the randomly selected destination and the movement of the object to the randomly selected destination occur without

~~any player input step of selecting the one of the destinations includes randomly selecting the one of the destinations from the plurality of possible destinations.~~

26-50. (Cancelled)

51. (Currently Amended) A method of conducting a wagering game, comprising:  
receiving a wager to play the wagering game;  
displaying a plurality of possible outcomes associated with respective payouts;  
randomly selecting one or more of the possible outcomes;  
displaying a plurality of characters ~~objects~~ that are ostensibly similar, each character ~~object~~ being movable to a respective randomly selected outcome;  
assigning to each character ~~object~~ at least one of a plurality of possible different behaviors depending upon the respective randomly selected outcome, the plurality of different behaviors providing a simulated intelligence to the movable characters;  
moving the plurality of characters ~~objects~~ to the respective randomly selected outcomes;  
while the moveable characters ~~objects~~ are moving to the respective randomly selected outcomes, displaying the behaviors assigned to the respective characters ~~such that the characters exhibit the simulated intelligence while moving objects~~; and  
awarding the payouts associated with the respective randomly selected outcomes to which the characters ~~objects~~ move.

52. (Previously Presented) The method of claim 51, wherein each randomly selected outcome is associated with one or more of the possible behaviors.

53. (Currently Amended) The method of claim 51, wherein for each character ~~object~~, the assigning includes assigning different probabilities to the possible different behaviors depending upon the randomly selected outcome for that character ~~object~~ such that the randomly selected outcome determines the assigned probabilities, and assigning the at least one of the plurality of possible different behaviors to the character ~~object~~ based on the assigned probabilities.

54. (Currently Amended) The method of claim ~~51~~ 53, wherein the moving is along a path that includes a starting point and a destination associated with the randomly selected outcome, the path being independent of player input ~~assigned probabilities for at least two of the randomly selected outcomes are different.~~

55. (Currently Amended) The method of claim 51, wherein the plurality of possible behaviors include a plurality of evasive movement patterns by which one of the characters ~~objects~~ moves to its respective selected outcome along an indirect path.

56. (Previously Presented) The method of claim 51, wherein the plurality of possible outcomes are respective possible destinations.

57. (Previously Presented) The method of claim 51, wherein the moving is free of control of a player of the wagering game.

58. (Currently Amended) A method of conducting a wagering game, comprising:  
receiving a wager to play the wagering game;  
randomly selecting a plurality of outcomes;  
defining a plurality of movable objects;  
associating with each object at least one of the plurality of outcomes;  
assigning to each object at least one of a plurality of possible first behaviors unrelated to the associated outcome;  
assigning to each object at least one of a plurality of possible second behaviors related to the associated outcome, the assigning to each object at least one of a plurality of possible second behaviors includes assigning different probabilities to the possible second behaviors depending upon the associated outcome for that object;  
and  
moving the moveable objects and displaying the first and second behaviors assigned to the objects.

59. (Previously Presented) The method of claim 58, wherein the plurality of possible first behaviors are idle behaviors.

60. (Previously Presented) The method of claim 59, wherein the idle behavior for each object occurs before the moving of that object.

61. (Previously Presented) The method of claim 58, wherein the plurality of outcomes are destinations, and wherein the plurality of possible second behaviors include a plurality of movement patterns for moving the objects to the associated destinations.

62. (Currently Amended) The method of claim 58, wherein the plurality of outcomes are associated with respective payouts and further including displaying the payouts for the plurality of outcomes.

63. (Currently Amended) The method of claim 58, wherein the movable objects are characters and the at least one of the first and second behaviors cause the characters to behave with simulated intelligence as the characters move to the randomly selected outcomes ~~assigning to each object at least one of a plurality of possible second behaviors related to the associated outcome includes assigning probabilities to the possible second behaviors depending upon the associated outcome for that object such that the associated outcome determines the assigned probabilities, and assigning the at least one of the plurality of possible second behaviors to the object based on the assigned probabilities.~~

64. (Currently Amended) The method of claim ~~58~~ 63, wherein the movement of each object is along a path that includes a starting point and a destination associated with the randomly selected outcome, the path being independent of player input. ~~assigned probabilities for at least two of the associated outcomes are different.~~

65. (Previously Presented) The method of claim 61, wherein the plurality of movement patterns including one or more evasive movement patterns for moving an object to its associated destination along an indirect path.

66. (Currently Amended) A gaming apparatus for conducting a wagering game, comprising:  
a value input device for receiving a wager to play the wagering game;  
a display; and  
a processor coupled to the display and operative to  
cause the display to display a plurality of possible outcomes associated with  
respective payouts, one or more of the plurality of possible outcomes  
being randomly selected outcomes,  
cause the display to display a plurality of characters ~~objects~~ that are ostensibly  
similar, each character ~~object~~ being movable to a respective randomly  
selected outcome,  
assign to each character ~~object~~ at least one of a plurality of possible different  
behaviors depending upon the respective randomly selected outcome,  
while the moveable characters ~~objects~~ are moving to the respective randomly  
selected outcomes, cause the display to display the behaviors assigned to  
the respective characters such that the characters move and behave with  
simulated intelligence as the characters move to the randomly selected  
outcomes ~~objects~~, and  
award the payouts associated with the respective randomly selected outcomes to  
which the characters ~~objects~~ move.
67. (Previously Presented) The apparatus of claim 66, wherein each randomly selected  
outcome is associated with one or more of the possible behaviors.
68. (Currently Amended) The apparatus of claim 66, wherein for each character ~~object~~, the  
assignment of possible different behaviors is based on probabilities associated with randomly  
selected outcome for that character ~~object~~ such that the randomly selected outcome determines  
the assigned probabilities, the assignment of the at least one of the plurality of possible different  
behaviors to the character ~~object~~ is based on the assigned probabilities.

69. (Previously Presented) The apparatus of claim 68, wherein the assigned probabilities for at least two of the randomly selected outcomes are different.

70. (Currently Amended) The apparatus of claim 66, wherein the plurality of possible behaviors include a plurality of evasive movement patterns by which one of the characters ~~objects~~ moves to the respective selected outcome along an indirect path.

71. (Previously Presented) The apparatus of claim 66, wherein the plurality of possible outcomes are respective possible destinations displayed on the display.

72. (Currently Amended) The apparatus of claim 66, wherein the movement of characters ~~objects~~ is free of control of a player of the wagering game.

73. (Previously Presented) The apparatus of claim 66, wherein the processor is operative to determine the randomly selected outcomes.

74. (Previously Presented) The apparatus of claim 73, wherein the randomly selected outcomes are destinations displayed on the display.

75. (New) The apparatus of claim 66, wherein the movement of each character is along a path that includes a starting point and a destination associated with the randomly selected outcome, the path being independent of player input.

76. (New) The apparatus of claim 75, wherein the characters simultaneously move along their respective paths.

77. (New) A method of conducting a wagering game, comprising:

receiving a wager to play the wagering game;

displaying a plurality of movable characters;

displaying a plurality of possible destinations to which the moveable characters are movable;

defining a plurality of possible different movement patterns for moving the characters to the destinations, the movement patterns including direct movement patterns and evasive movement patterns that allow the character to exhibit a simulated intelligence;

for a given one of the characters, assigning probabilities to the respective possible movement patterns;

for the given one of the characters, randomly selecting a destination from the plurality of destinations and, after the destination has been selected, selecting one of the possible movement patterns based on the assigned probabilities; and

displaying the plurality of characters moving to the plurality of possible destinations in accordance with the respective selected movement patterns such that the characters exhibit the simulated intelligence while moving, the combination of each moveable character and the associated destination to which the moveable character moves indicating a certain payout award.

78. (New) The method of claim 77, wherein the randomly selected destination and the movement of the character to the randomly selected destination occur without any player input.

79. (New) The method of claim 77, wherein the displaying the plurality of characters moving to the plurality of possible destinations includes displaying the plurality of characters simultaneously moving to the plurality of possible destinations.